

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-28 (cancelled).

29 (currently amended). A method of conducting a slots game comprising:
receiving a wager;
displaying a plurality of symbols arranged in a plurality of reels;
displaying at least one interactive symbol;
receiving a player selection of a selected symbol from the plurality of symbols;
transforming the selected symbol into a transformed symbol through perceived interaction between the at least one interactive symbol and the selected symbol; and
determining a payout associated with a configuration of symbols including the transformed symbol and at least one other symbol of the plurality of symbols, the at least one other symbol other than the at least one interactive symbol and the transformed symbol.

30 (previously presented). The method according to claim 29, comprising displaying the at least one interactive symbol arranged in at least one of the plurality of reels.

31 (previously presented). The method according to claim 29, comprising displaying the at least one interactive symbol not arranged in the plurality of reels.

32 (previously presented). The method according to claim 29, comprising receiving a player selection of a selected symbol from the plurality of symbols through player interaction with the plurality of symbols.

33 (previously presented). The method according to claim 29, comprising receiving a player selection of a selected symbol from the plurality of symbols through player interaction with the interactive symbol.

34 (previously presented). The method according to claim 33, comprising displaying at least one of a change in orientation and a change in position of the interactive symbol according to the player interaction with the interactive symbol.

35 (currently amended). The method according to claim 29, comprising:
receiving another player selection of another selected symbol from the plurality of symbols;

transforming the another selected symbol into another transformed symbol through perceived interaction between the at least one interactive symbol and the another selected symbol;

determining a payout associated with a configuration of symbols including the another transformed symbol and at least one other symbol of the plurality of symbols, the at least one other symbol other than the at least one interactive symbol, the transformed symbol and the another transformed symbol.

36 (previously presented). The method according to claim 29, comprising displaying the at least one interactive symbol upon satisfaction of a primary criteria.

37 (previously presented). The method according to claim 36, wherein the primary criteria is at least one of receipt of a maximum wager, receipt of a predetermined wager greater than a minimum required wager but less than a maximum allowed wager, and a predetermined rate of wagering.

38 (previously presented). The method according to claim 36, comprising receiving a player selection of a selected symbol, transforming the selected symbol into a transformed symbol and determining a payout upon satisfaction of a secondary criteria.

39 (previously presented). The method according to claim 38, wherein the secondary criteria is display of the interactive symbol at a specific location on one of the plurality of reels.

40 (previously presented). The method according to claim 29, comprising determining a payout associated with the configuration of symbols including the transformed symbol and the at least one other symbol of the plurality of symbols that is different in value than a payout associated with a configuration of symbols including the selected symbol and the at least one other symbol of the plurality of symbols.

41 (currently amended). A method of conducting a slots game comprising:
receiving a wager;
receiving a player selection of at least one payline;
displaying a plurality of symbols arranged in a plurality of reels;
displaying at least one interactive symbol;
receiving a player selection of a selected symbol from the plurality of symbols;
transforming the selected symbol into a transformed symbol through perceived interaction between the at least one interactive symbol and the selected symbol; and

determining a payout associated with a set of symbols including the transformed symbol and at least one other symbol of the plurality of symbols, the at least one other symbol other than the at least one interactive symbol and the transformed symbol, arranged along the at least one payline.

42 (currently amended). The method according to claim 41, comprising:

receiving a player selection of another payline; and

determining a payout associated with a set of symbols including the transformed symbol and at least one other symbol of the plurality of symbols, the at least one other symbol other than the at least one interactive symbol and the transformed symbol, arranged along the another payline.

43 (currently amended). A gaming device comprising:

a display device;

a wager acceptor device;

a user input device; and

a microprocessor coupled to the display device, the wager acceptor device, and the user input device, the microprocessor including a central processing unit and memory,

the microprocessor programmed to receive a wager via the wager acceptor device,

the microprocessor programmed to display a plurality of symbols arranged in a plurality of reels on the display device,

the microprocessor programmed to display at least one interactive symbol on the display device,

the microprocessor programmed to receive a player selection of a selected symbol from the plurality of symbols via the user input device,

the microprocessor programmed to transform the selected symbol into a transformed symbol through perceived interaction between the at least one interactive symbol and the selected symbol, and

the microprocessor programmed to determine a payout associated with a configuration of symbols including the transformed symbol and at least one other symbol of the plurality of symbols, the at least one other symbol other than the at least one interactive symbol and the transformed symbol.

44 (previously presented). The gaming device according to claim 43, wherein the microprocessor is programmed to display the at least one interactive symbol arranged in at least one of the plurality of reels on the display device.

45 (previously presented). The gaming device according to claim 43, wherein the microprocessor is programmed to display the at least one interactive symbol not arranged in the plurality of reels on the display device.

46 (previously presented). The gaming device according to claim 43, wherein the microprocessor is programmed to receive a player selection of a selected symbol from the plurality of symbols through player interaction with the plurality of symbols via the user input device.

47 (previously presented). The gaming device according to claim 43, wherein the microprocessor is programmed to receive a player selection of a selected symbol from the plurality of symbols through player interaction with the interactive symbol via the user input device.

48 (previously presented). The gaming device according to claim 47, wherein the microprocessor is programmed to display at least one of a change in orientation and a change

in position of the interactive symbol on the display device according to the player interaction with the interactive symbol via the user input device.

49 (currently amended). The gaming device according to claim 43, wherein the microprocessor is programmed to:

receive another player selection of another selected symbol from the plurality of symbols via the user input device;

transform the another selected symbol into another transformed symbol through perceived interaction between the at least one interactive symbol and the another selected symbol; and

determine a payout associated with a configuration of symbols including the another transformed symbol and at least one other symbol of the plurality of symbols, the at least one other symbol other than the at least one interactive symbol, the transformed symbol and the another transformed symbol.

50 (previously presented). The gaming device according to claim 43, wherein the microprocessor is programmed to display the at least one interactive symbol on the display device upon satisfaction of a primary criteria.

51 (previously presented). The gaming device according to claim 50, wherein the primary criteria is at least one of receipt of a maximum wager, receipt of a predetermined wager greater than a minimum required wager but less than a maximum allowed wager, and a predetermined rate of wagering.

52 (previously presented). The gaming device according to claim 50, wherein the receipt of a player selection of a selected symbol, the transformation of the selected symbol into a transformed symbol and the determination of a payout occurs upon satisfaction of a secondary criteria.

53 (previously presented). The gaming device according to claim 52, wherein the secondary criteria is display of the interactive symbol at a specific location on one of the plurality of reels.

54 (previously presented). The gaming device according to claim 43, wherein the microprocessor is programmed to determine a payout associated with the configuration of symbols including the transformed symbol and the at least one other symbol of the plurality of symbols that is different in value than a payout associated with a configuration of symbols including the selected symbol and the at least one other symbol of the plurality of symbols.